





Uh... Oh! Right! I wanted to let you all know that with this volume begins Part Two, so I look forward to your patronage. To those who have not yet read Part One, please read from volume 1. Then again, feel free to read it from the middle as well... (laughs).

-Masashi Kishimoto, 2005

Author/artist Masashi Kishimoto was born in 1974 in rural Okayama Prefecture, Japan. After spending time in art college, he won the Hop Step Award for new manga artists with his manga **Karakuri** (Mechanism). Kishimoto decided to base his next story on traditional Japanese culture. His first version of **Naruto**, drawn in 1997, was a one-shot story about fox spirits; his final version, which debuted in **Weekly Shonen Jump** in 1999, quickly became the most popular ninja manga in Japan.



### NARUTO VOL. 28 SHONEN JUMP Manga Edition

This graphic novel contains material that was originally published in English in **SHONEN JUMP** #61–62. Artwork in the magazine may have been slightly altered from that presented here.

### STORY AND ART BY MASASHI KISHIMOTO

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Design/Sean Lee
Editor/Joel Enos

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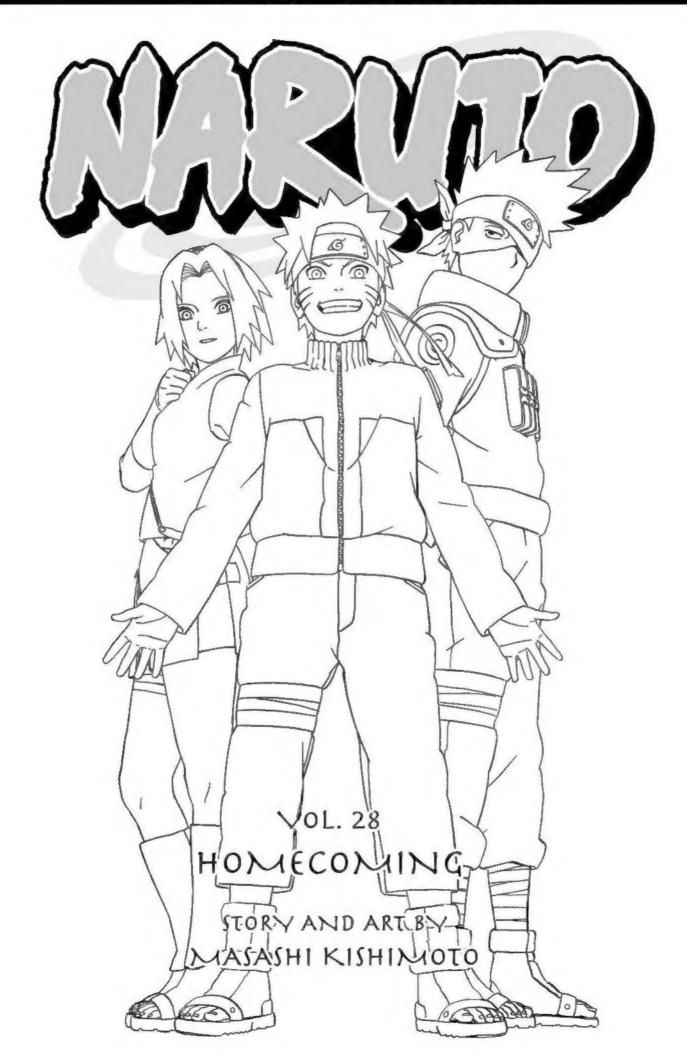


#### PARENTAL ADVISORY

NARUTO is rated T for Teen and is recommended for ages 13 and up. This volume contains realistic and fantasy violence.

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Twelve years ago a destructive nine-tailed fox spirit attacked the ninja village of Konohagakure. The Hokage, or village champion, defeated the fox by sealing its soul into the body of a baby boy. Now that boy, Uzumaki Naruto, has grown up to be a ninja-in-training, learning the art of ninjutsu with his teammates Sakura and Sasuke. During the Second Chûnin Exam, Orochimaru, a former student of the Third Hokage, attacks Naruto and the others. He leaves a curse mark upon Sasuke and then vanishes.

During the Third Exam, Orochimaru and company return to launch Operation Destroy Konoha, a campaign that ends with the sacrifice of Lord Hokage's life. Following the fierce battle against Orochimaru and Kabuto, Lady Tsunade then becomes the Fifth Hokage.

In the wake of the battle, Konoha suffers yet another loss when Sasuke, tempted by Orochimaru's offer of power, leaves with the Sound Ninja Four. Desperate to save his friend, Naruto enters into a bitter fight with Sasuke, but is ultimately unable to stop him. Amid movement by both Orochimaru and the mysterious organization the Akatsuki, Naruto and the others begin further training!!

Tsunade Kakadhi Sasuke ■ Jiraiya



# NARUTO

VOL. 28 HOMECOMING

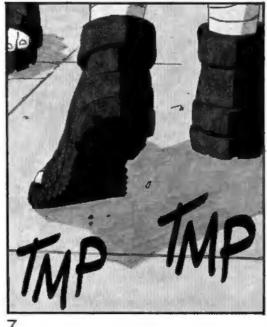
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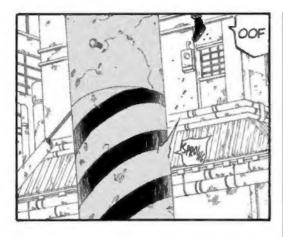




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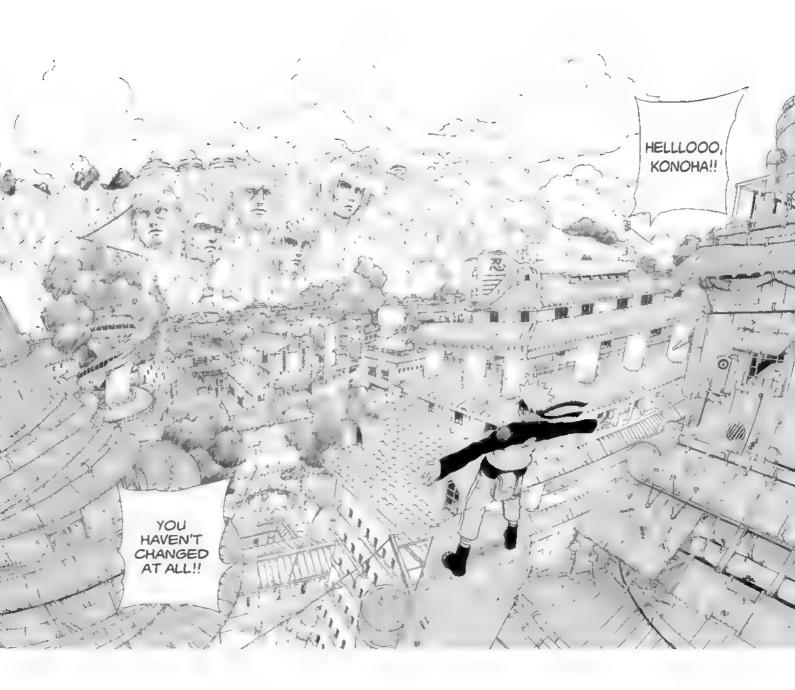






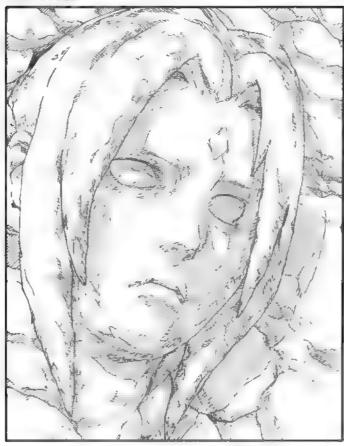






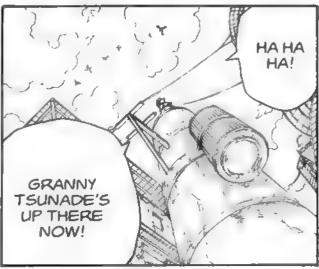






















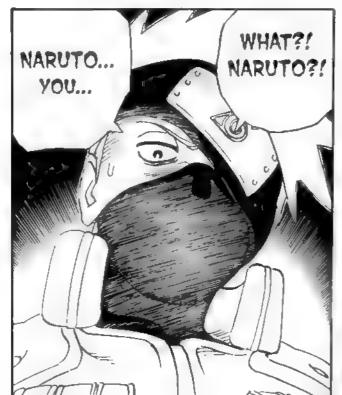
















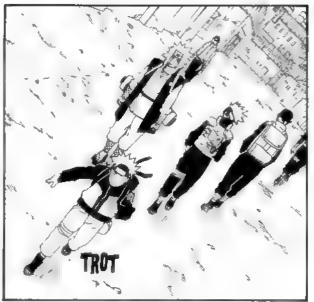


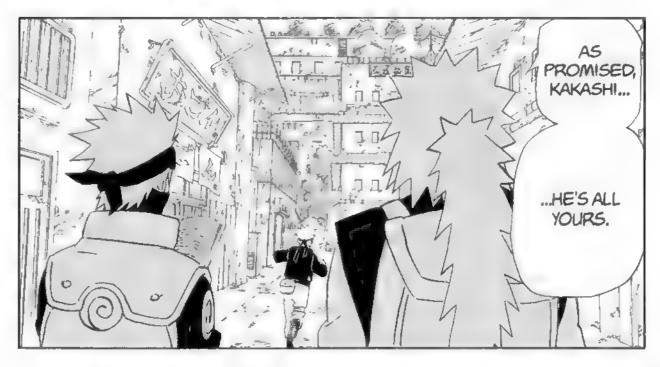






















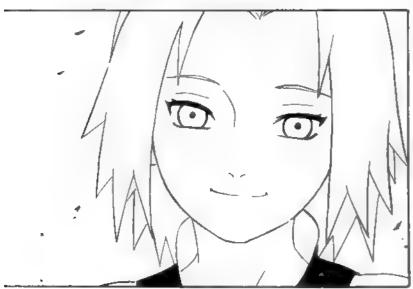


























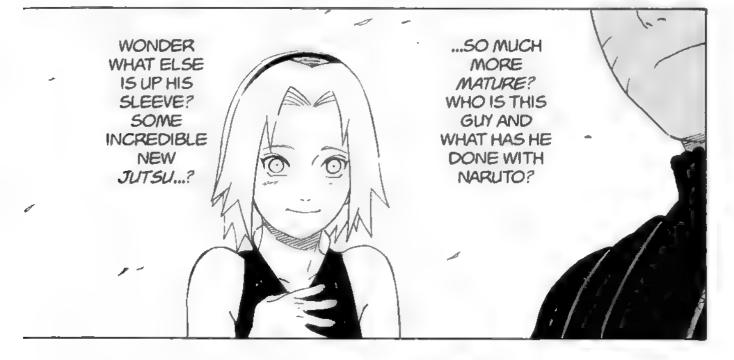








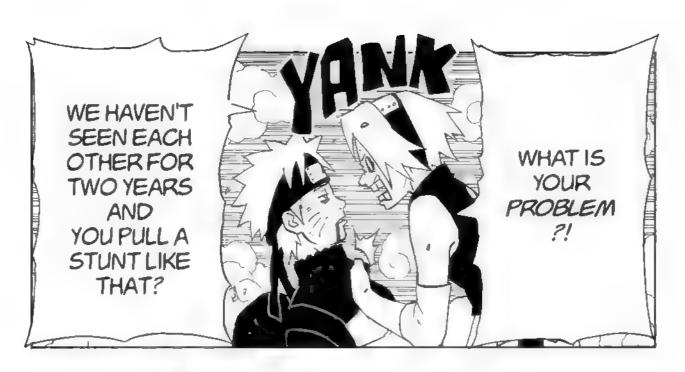


















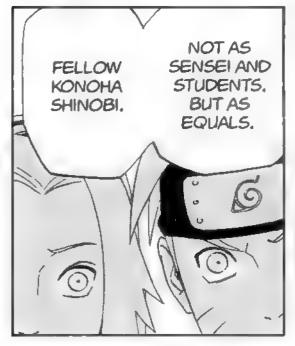








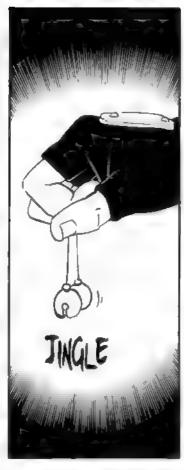






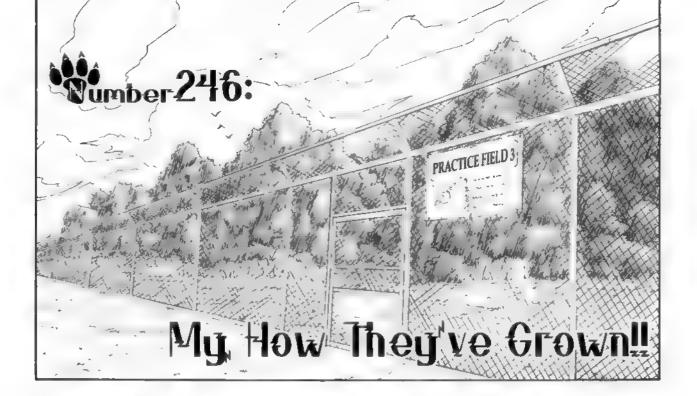


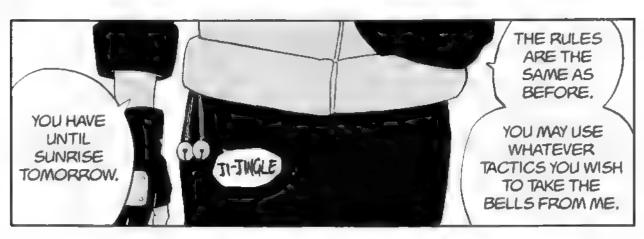












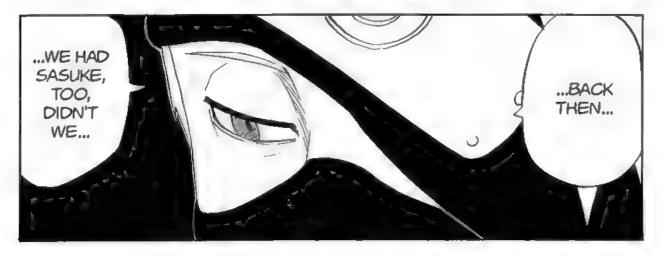




















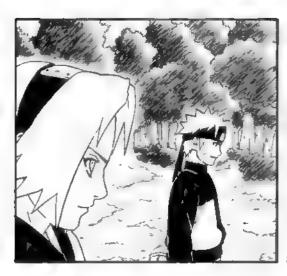






























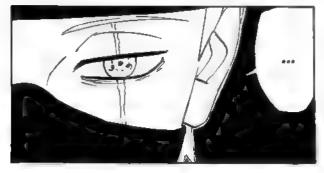








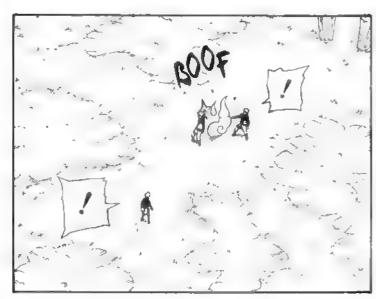










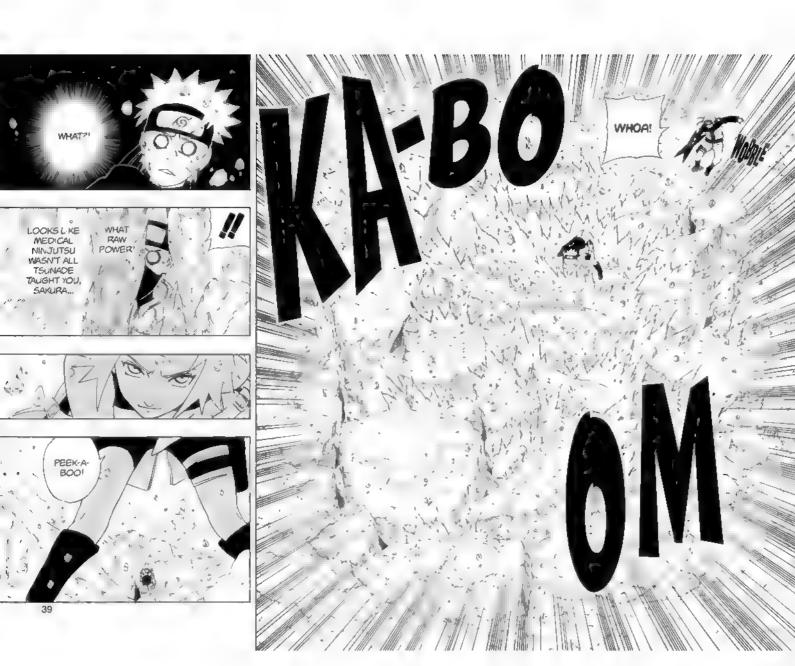


















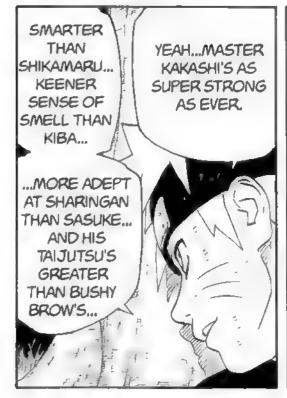










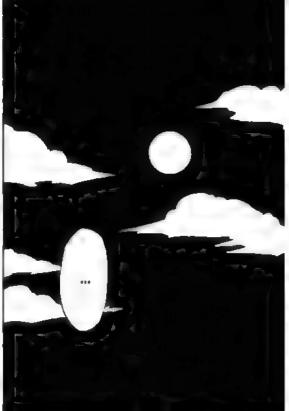
















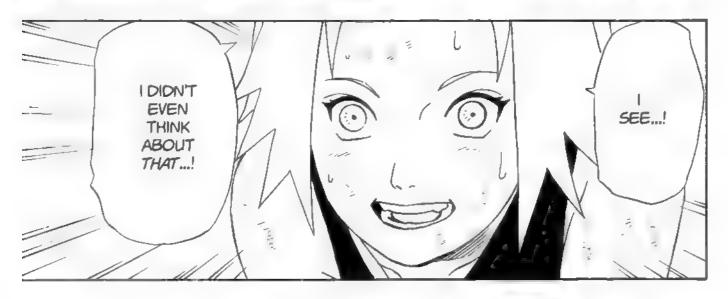


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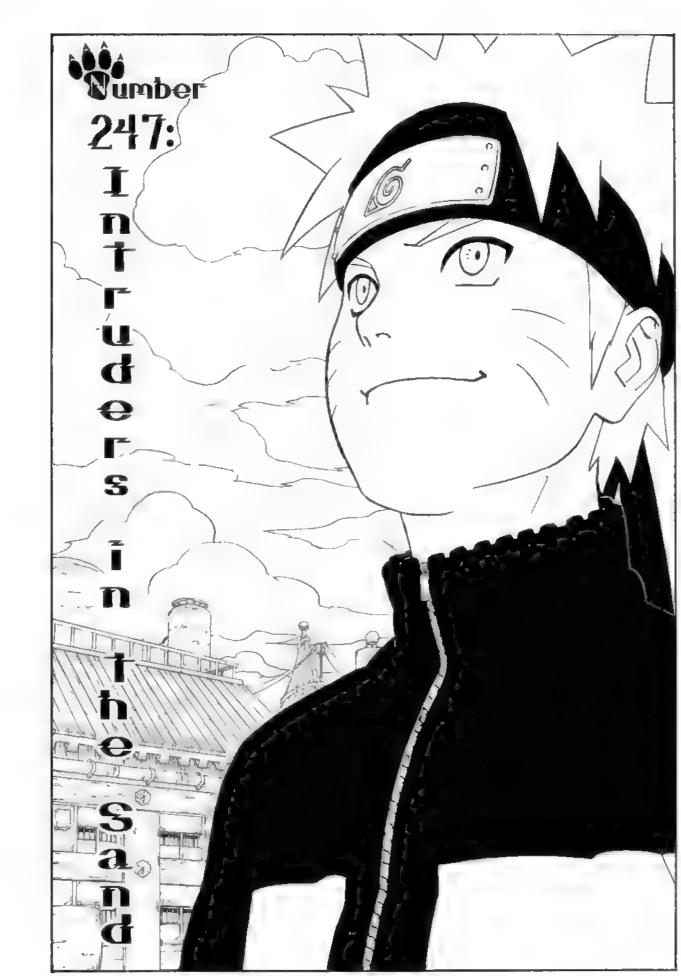
## THE WORLD OF KISHIMOTO MASASHI MY PERSONAL HISTORY, VIDEO GAMES PART I

SOMETIMES, IF I DRAW TOO LONG, I START THINKING, "HAVE I EVER SPENT TIME IN MY LIFE DOING ANYTHING OTHER THAN DRAWING PICTURES?"

AND THEN IT COMES TO ME. YES, THERE IS ONE OTHER THING.

WHICH IS ... VIDEO GAMES.

EVER SINCE I WAS A KID, I LOVED PLAYING VIDEO GAMES ALMOST AS MUCH AS I LOVED DRAWING. MY FRIENDS ALL DID, TOO... AND EVEN MY FOLKS, SO I DON'T THINK OF MYSELF AS AN EXCEPTION... BUT IN ANY CASE, I LOVED VIDEO GAMES AND PLAYED THEM A LOT. OF COURSE, THE STANDARD GAME PLATFORM AT THE TIME WAS THE FAMILY COMPUTER, A.K.A. THE FAMICOM.







































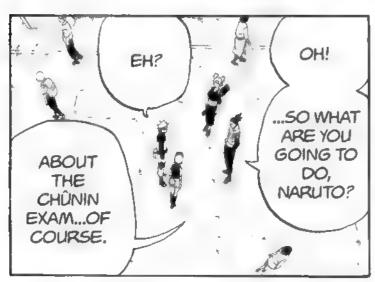














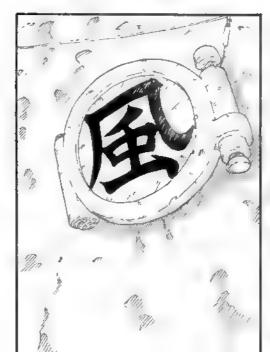






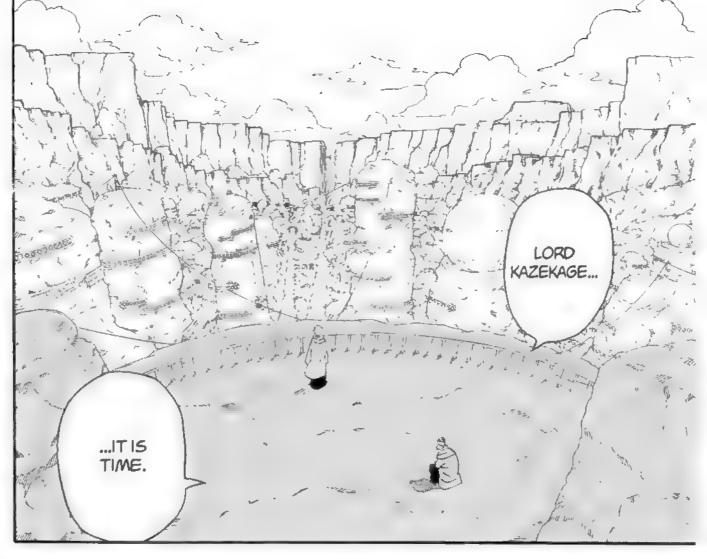






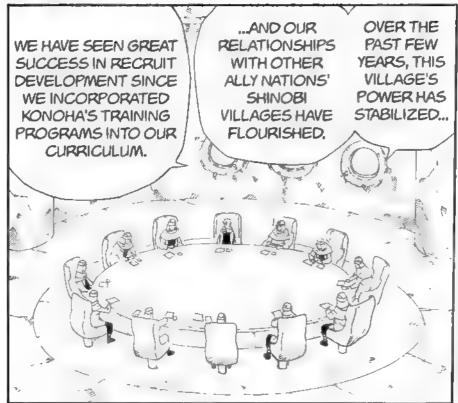


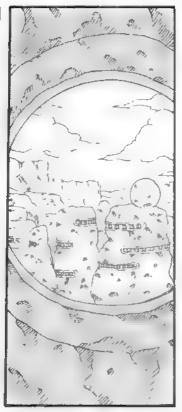


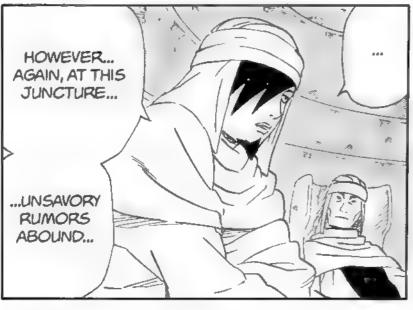








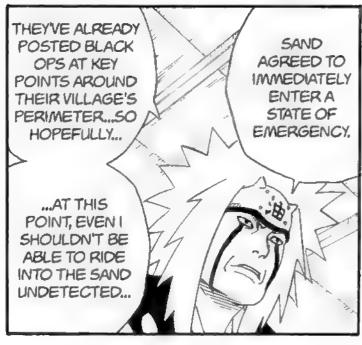










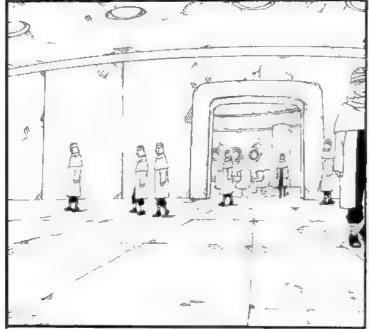
















NICE WORK, I HAVE BEEN YURA...TAKING A SENIOR THE INITIATIVE TO **OFFICIAL** TIGHTEN VILLAGE FOR FOUR SECURITY EVEN YEARS. PRIOR TO TODAY'S MEETING. AND WITH LORD JIRAIYA AS THE INTELLIGENCE SOURCE... PERHAPS IT WAS HASTY, BUT I THOUGHT IT PRUDENT.



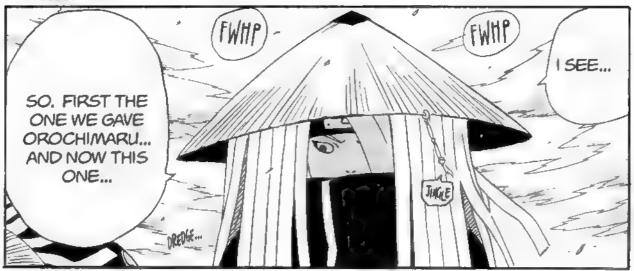


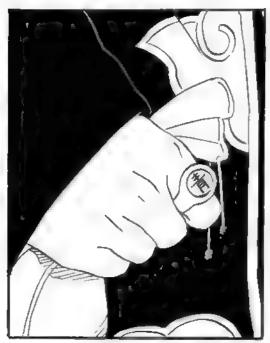








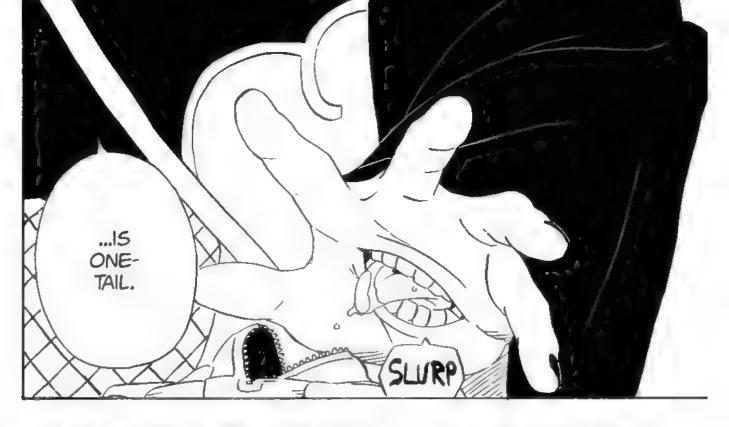


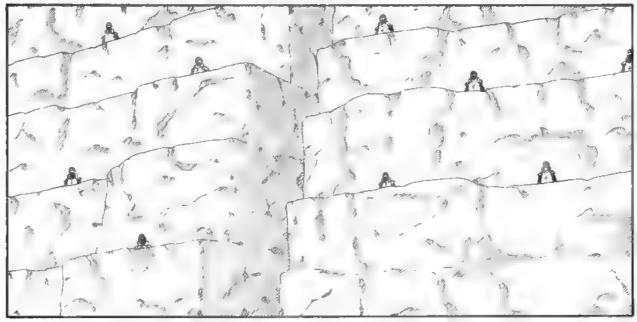


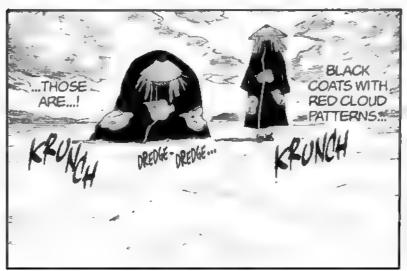






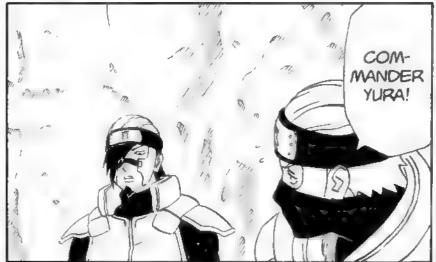




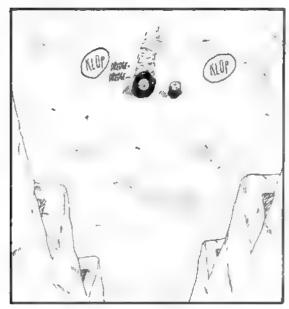






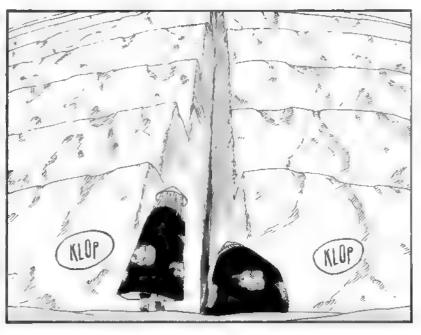


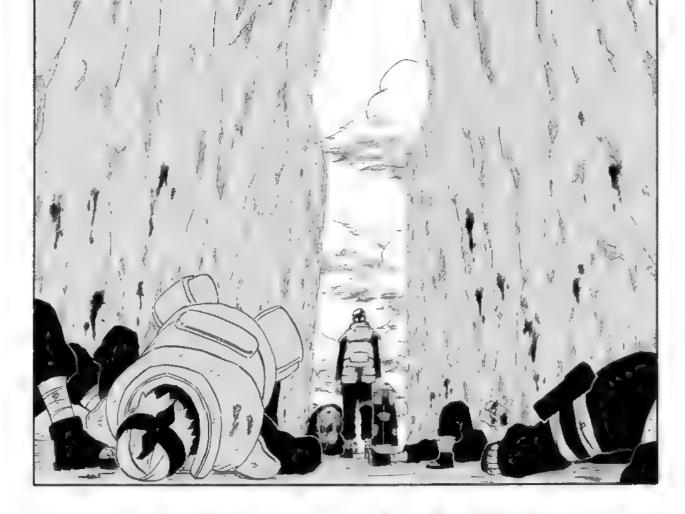












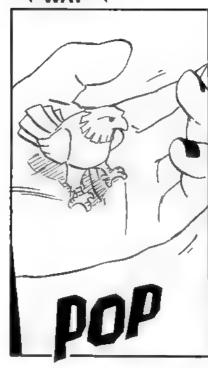






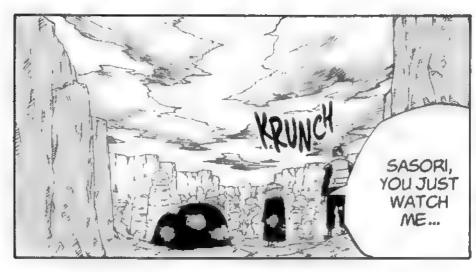


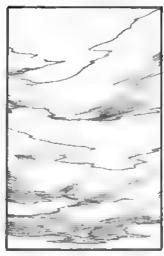
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## THE WORLD OF KISHIMOTO MASASHI MY PERSONAL HISTORY, VIDEO GAMES PART 2

AS I PREVIOUSLY WROTE IN VOLUME 25, I ESPECIALLY LIKED CARTRIDGE GAMES, SUCH AS "THE LEGEND OF ZELDA," "ZELDA 2: ADVENTURE OF LINK," "THE MYSTERIOUS CASTLE MURASAME," "KID ICARUS," "CASTLEVANIA," AND "METROID." YOU COULD SAVE AND RELOAD THESE GAMES, WHICH, FOR ME BACK THEN, WAS TREMENDOUSLY APPEALING. RECENTLY, MANY OF THESE GAMES WERE RE-RELEASED FOR THE GAME BOY, SO I DECIDED TO TRY THEM OUT AGAIN... I WAS PLEASANTLY SURPRISED TO DISCOVER THEY WERE STILL QUITE FUN. IN FACT, I BEAT THEM ALL (ALTHOUGH BECAUSE I DON'T HAVE A LOT OF FREE TIME, I WAS ONLY PLAYING THEM SPORADICALLY).

MOST OF MY CURRENT ASSISTANTS ARE ALSO OF THE FAMICOM GENERATION, SO WE OFTEN REMINISCE ABOUT THAT ERA, HAVING DISCUSSIONS LIKE, "REMEMBER HOW WE HAD TO 'RIOT' WITH JUST TWO CHARACTERS," OR "IN MISSISSIPPI ("MURDER ON THE MISSISSIPPI"), REMEMBER HOW YOU COULD KILL WITH JUST A SINGLE KNIFE THRUST," AND SO ON. AT SOME POINT, THE CONVERSATION WOULD ALWAYS TURN TO EITHER TO DRAGON QUEST OR THE FINAL FANTASY SERIES (I BET IT'S TRUE FOR YOU ALL AS WELL). WITH ONLY PARTIAL ALLEGIANCES--I.E. FF FANS WHO STILL LIKE DQ AND DQ FANS WHO STILL OWN FF GAMES--THERE EMERGE SOME BIZARRE COMMENTS. AS THE TALK GETS MORE AND MORE HEATED, SOMEONE WILL INVARIABLY SHOUT OUT, "SO WHAT ABOUT YOU, KISHIMOTO-SAN?"

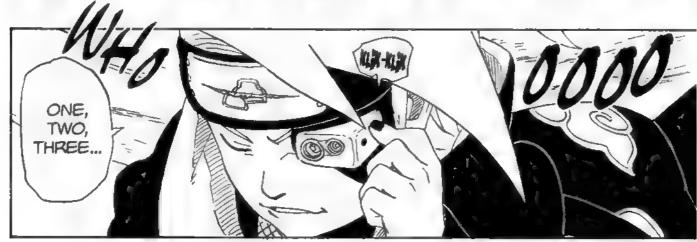
AND MY REPLY WOULD BE, "I LOVE TORIYAMA-SENSEI'S ART, AND THE VERY FIRST GAME I EVER BOUGHT WAS DRAGON QUEST, SO I WANT TO SAY I'M A DO FAN... BUT I WAS ALSO DRAWN TO FF BECAUSE OF ITS GLITCHES. LIKE THE ABILITY TO LEVEL-UP BY ATTACKING ONE'S ALLIES IN FFII AND TO CANCEL ATTACKS BY PRESSING THE A AND B BUTTONS SIMULTANEOUSLY, IN FFIV, THE LITTLE TWINS PALOM AND POROM MADE ME CRY EVEN THOUGH IT WAS A GAME. THE TRANSITION FROM PIXEL ART TO POLYGONAL 3D COMPUTER GRAPHICS IN FFVII WAS SO GROUNDBREAKING THAT I CAN'T DENY THAT I LOVE FF AS WELL, SO AM I A FF MANIAC? ... YET DQ WAS SO BALANCED TOO. I LOVED HOW PRINCE SAMANTORIA OF DQII--WHO ALWAYS DIED SO EASILY--WAS ABLE TO MASTER THE ZAORIKU, OR REVIVE SPELL. AND EVEN THOUGH THE "SPELL OF RESURRECTION" WAS REALLY LONG. THE MUSIC THAT PLAYED DURING THE PASSWORD SCREEN BECAME MY FAVORITE OF THE DQ SERIES. BUT THEN, DQI~III'S "LEGEND OF THE HERO LOTO". IS A THREE-PART WORK THAT REALLY WAS A CLASSIC FOR ME TOO.

...SO IT'S REALLY HARD FOR ME TO CHOOSE BETWEEN THE TWO.
AND MY ASSISTANTS, TOO, THEY ALWAYS END UP GIVING VAGUE
ANSWERS AS WELL. SO THE DEBATE IS USUALLY SETTLED WITH
MUTUAL ADMIRATION FOR AND AGREEMENT ABOUT HOW
INCREDIBLE THE COLLABORATION PROJECT GAME "CHRONO
TRIGGER" WAS. WE ALL JUST LOVE VIDEO GAMES.

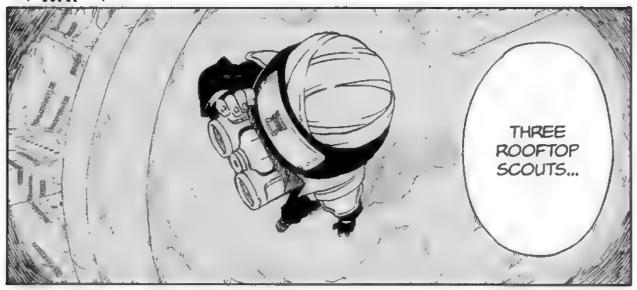








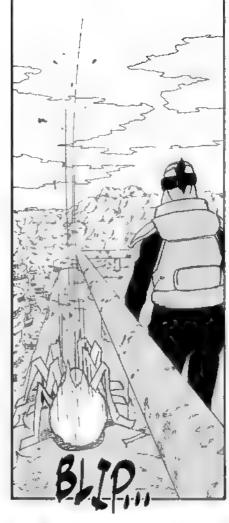
























































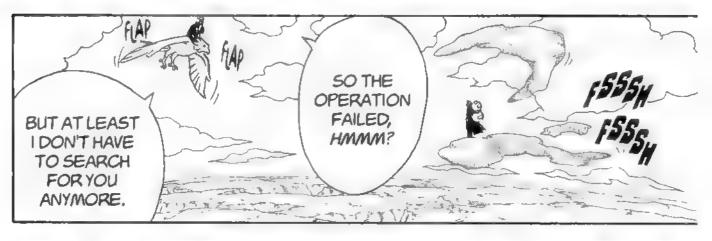
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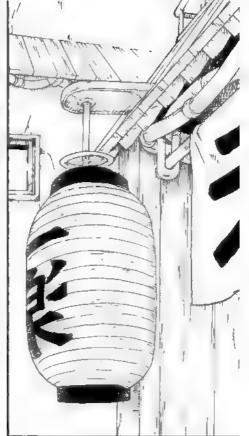






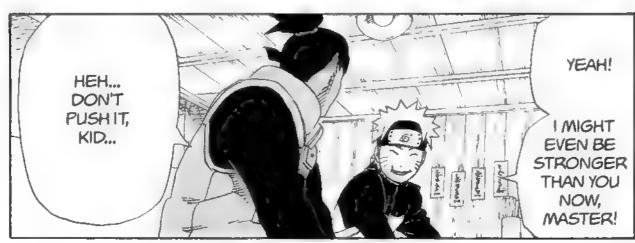


























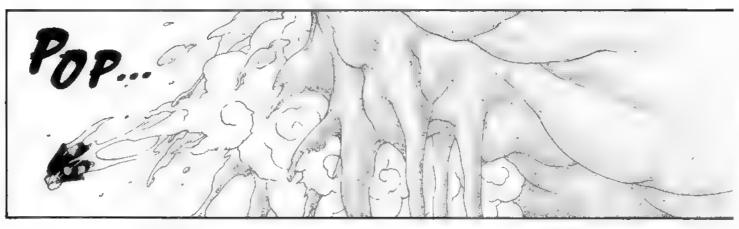


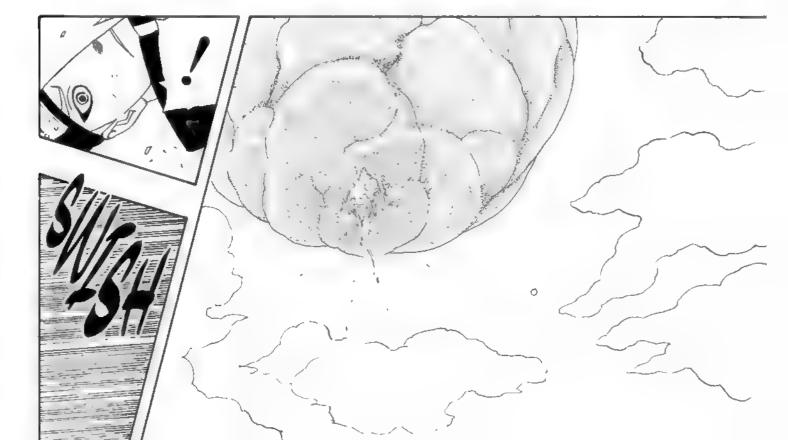
























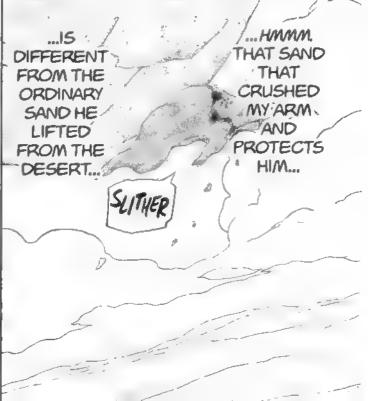




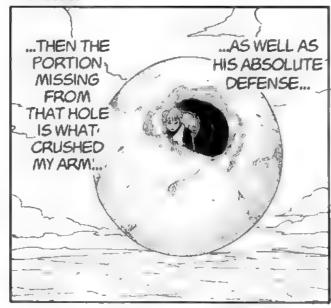


















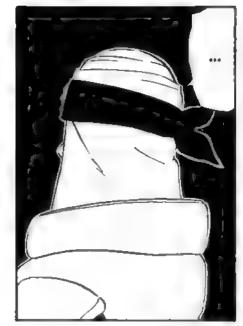


















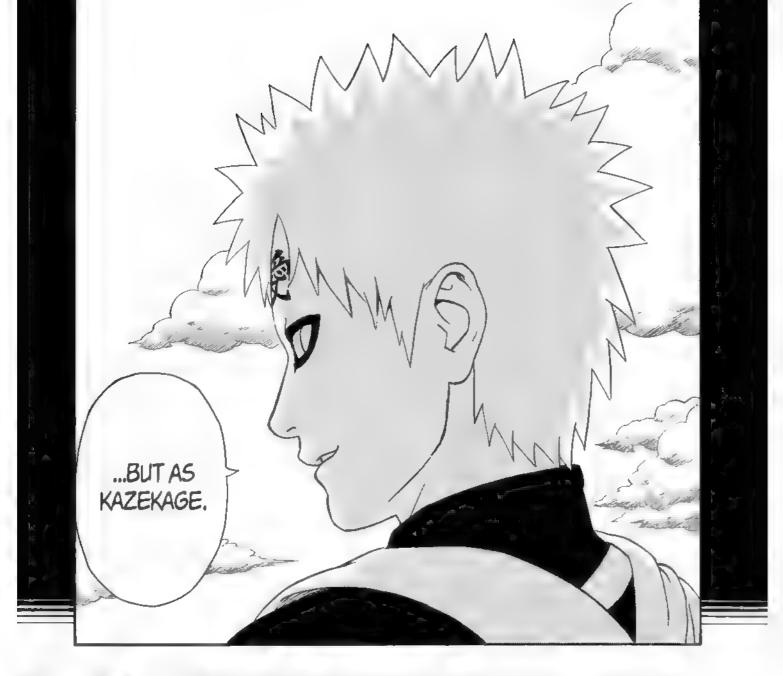


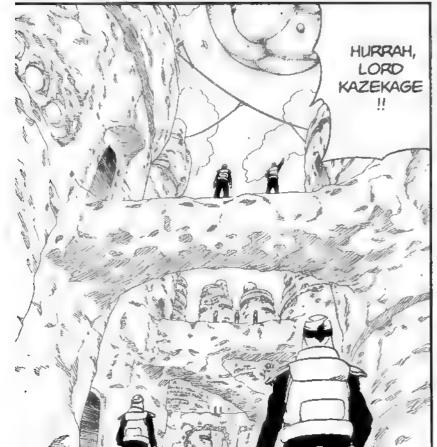






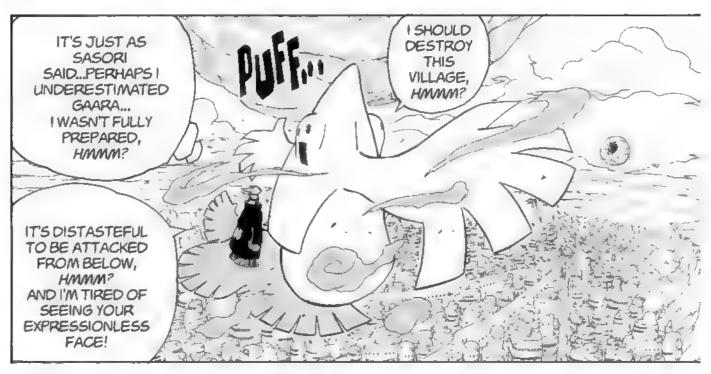


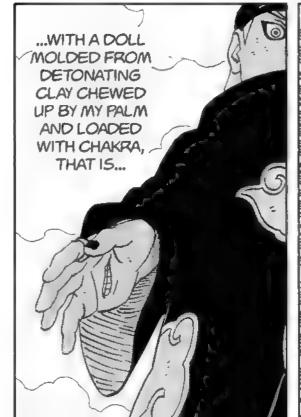




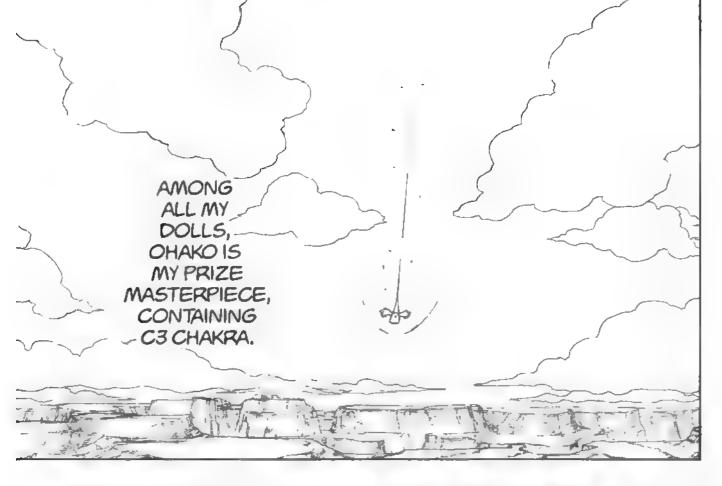


























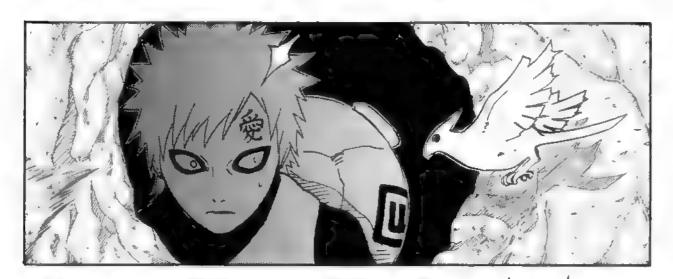






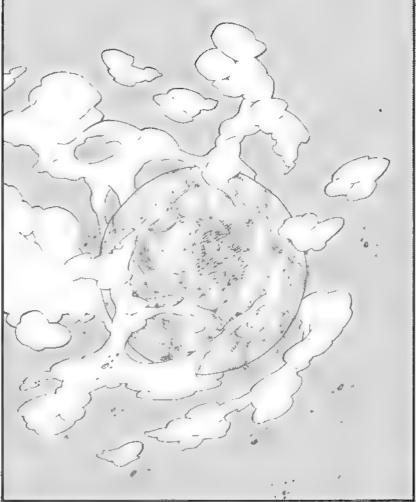


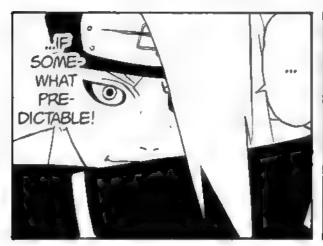




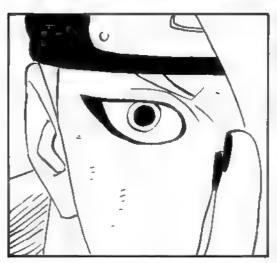


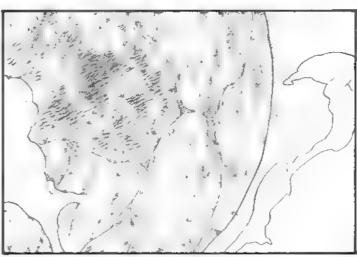








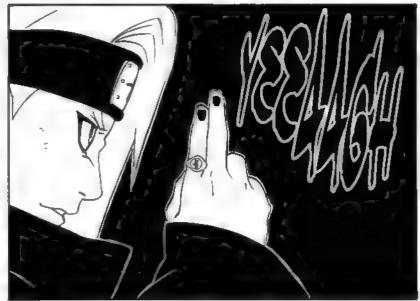




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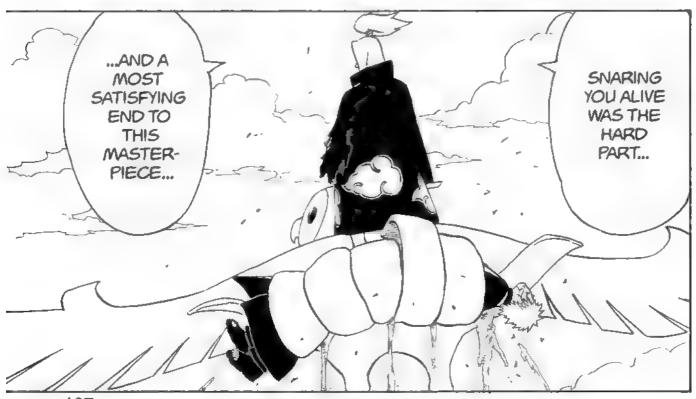




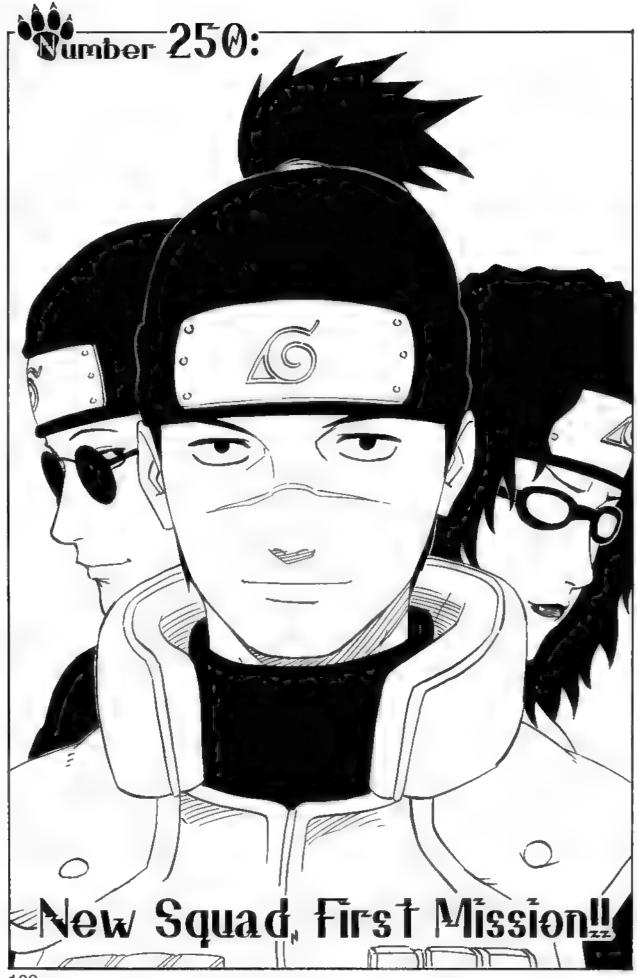


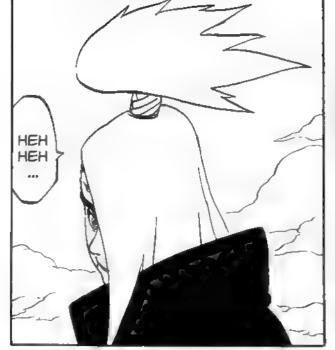


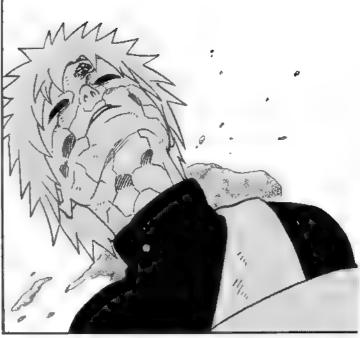


































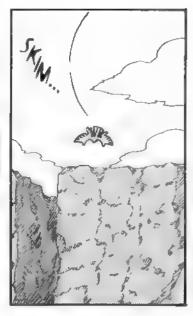


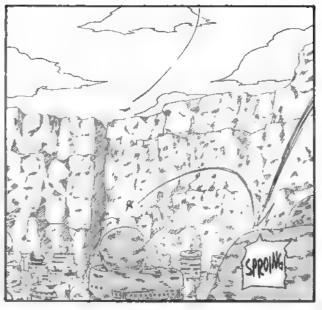










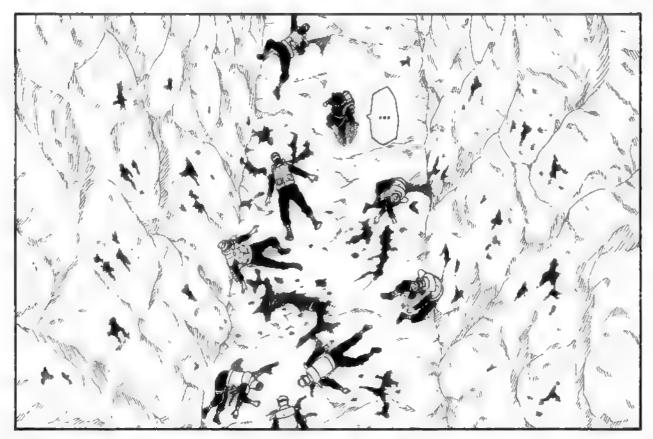


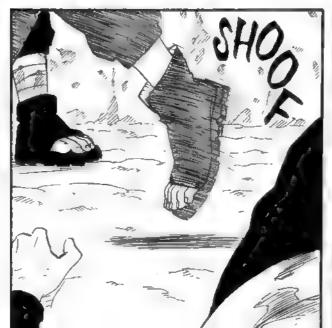




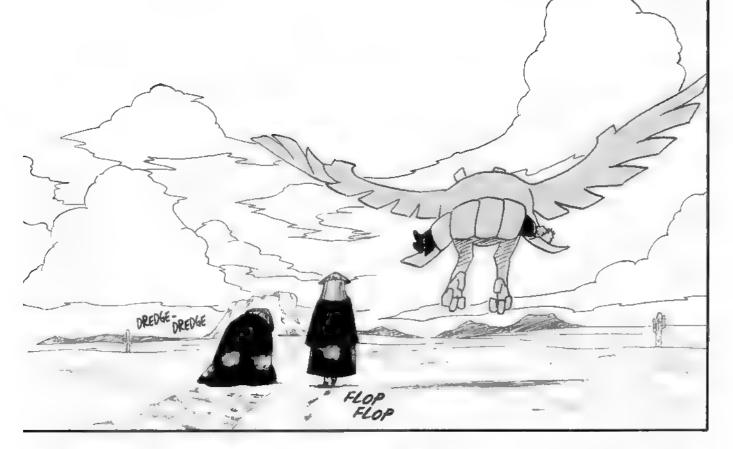


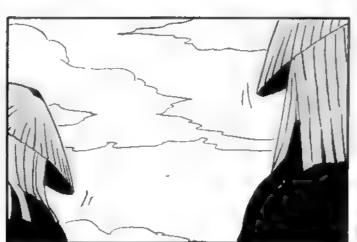


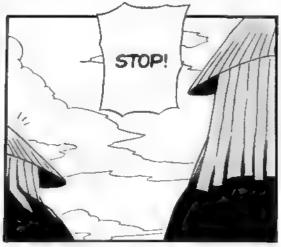




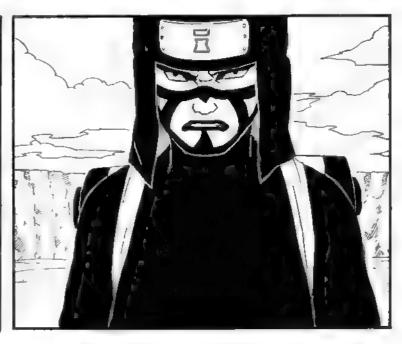




















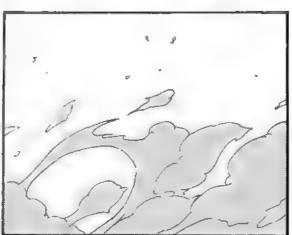








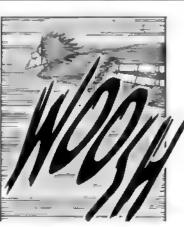














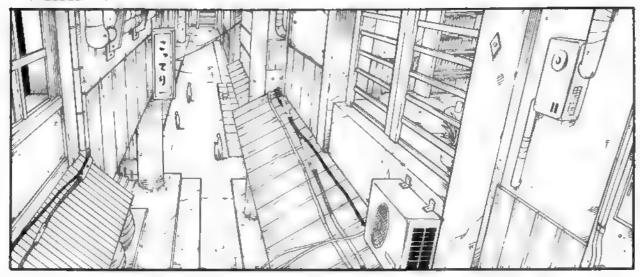




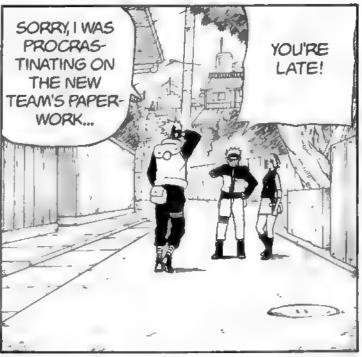








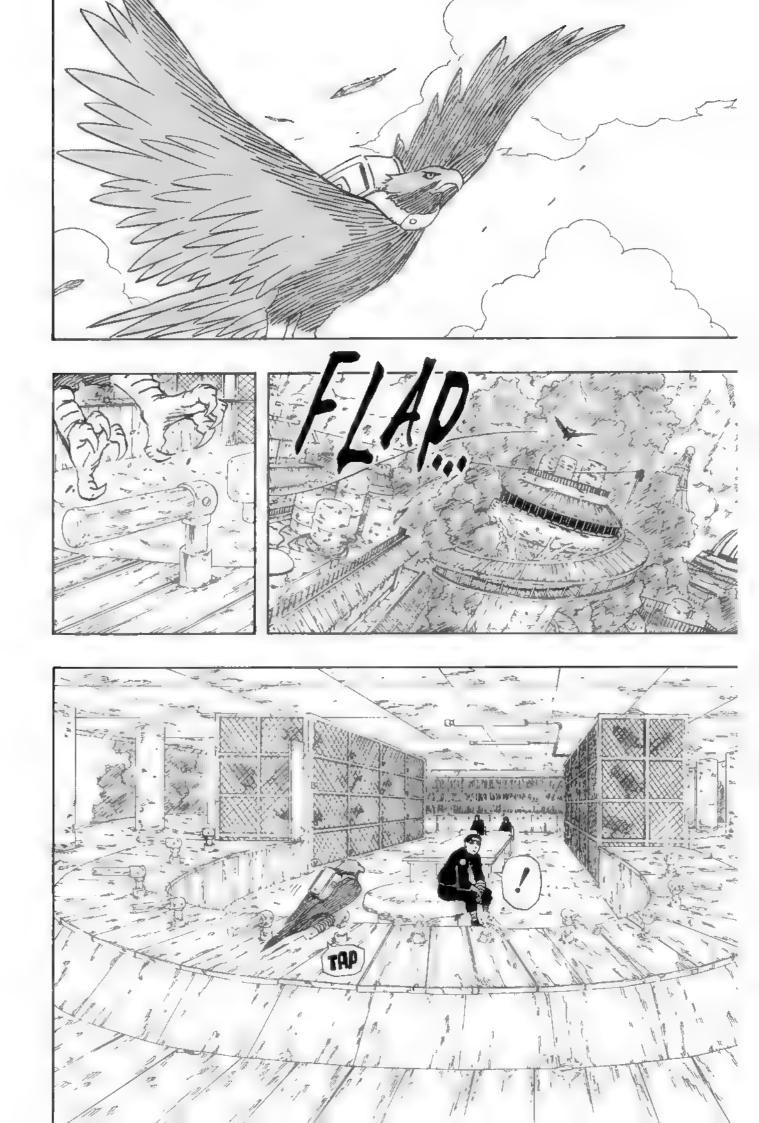


























(Banner: Everyone, Good Luck)





(Ceiling: Shinobi)















































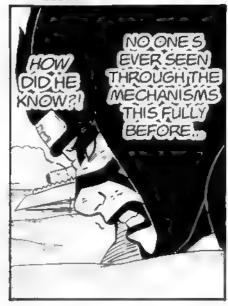
Number 25 light of the Sandon

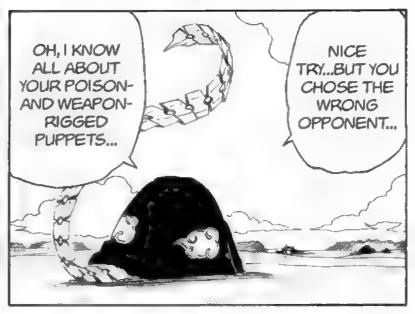




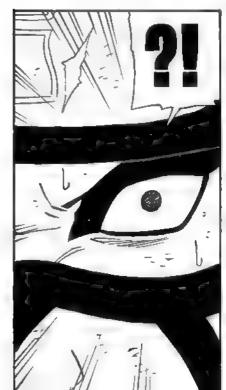










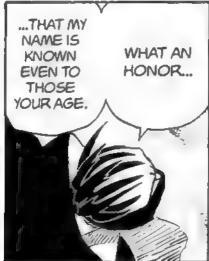






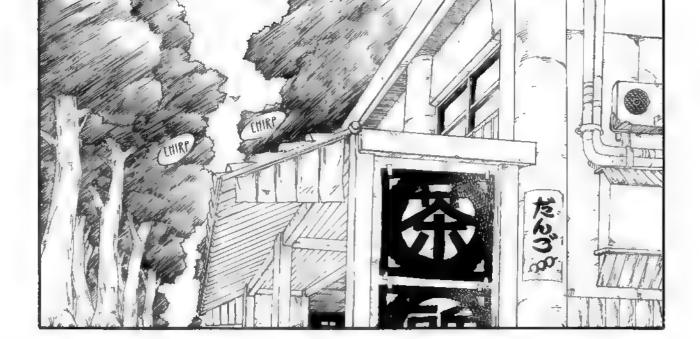




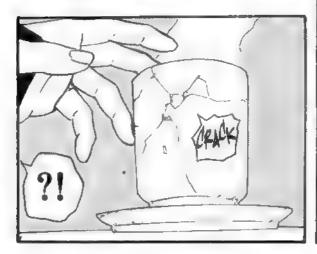
















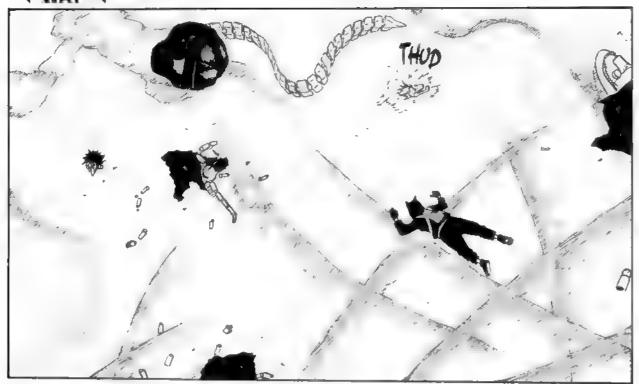










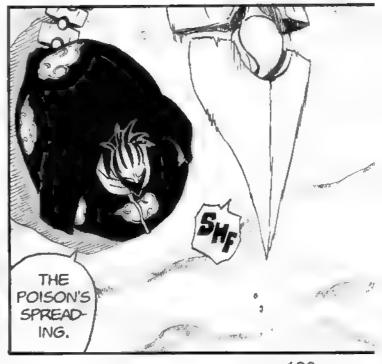




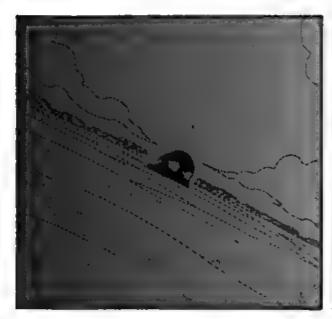














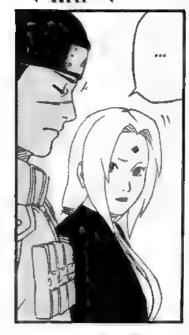








## KREAD KHIS



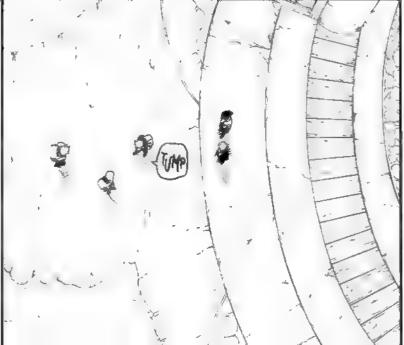
















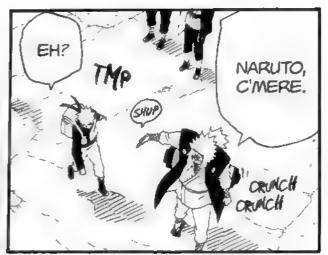






































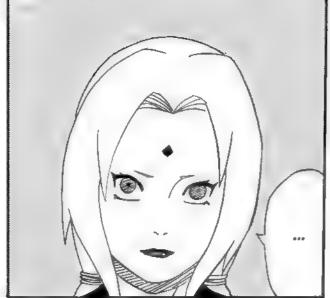






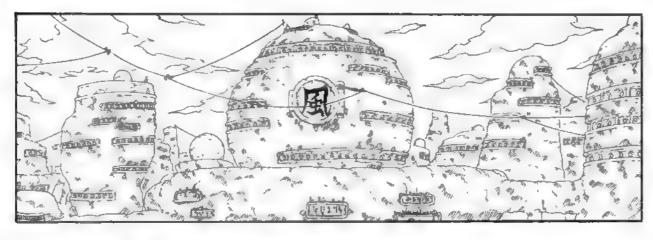








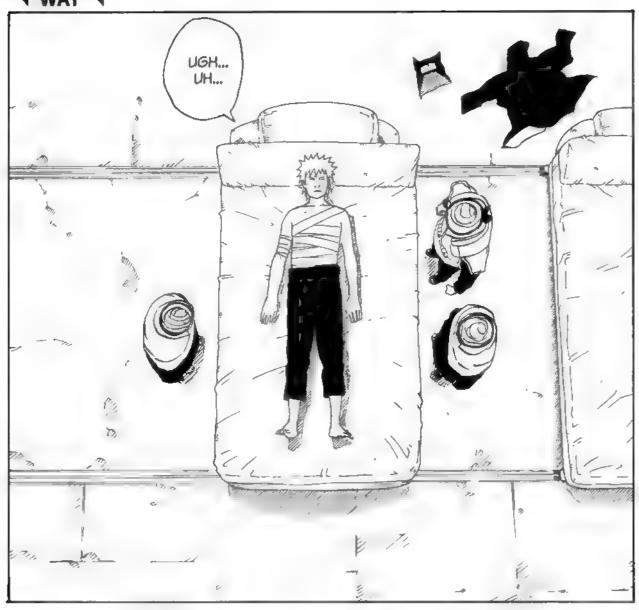




























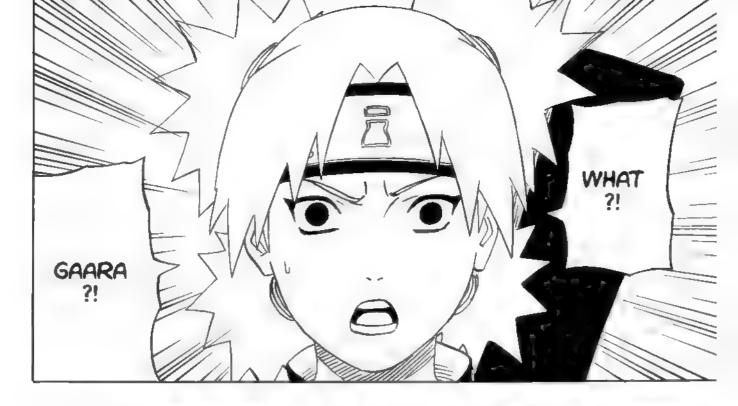










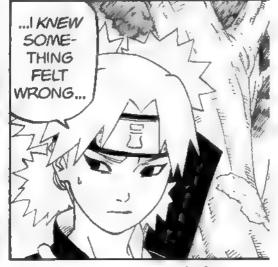








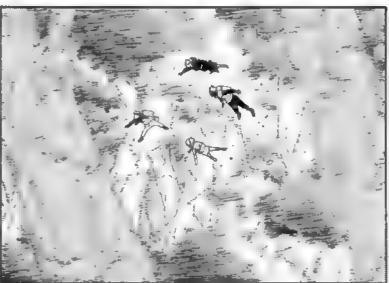


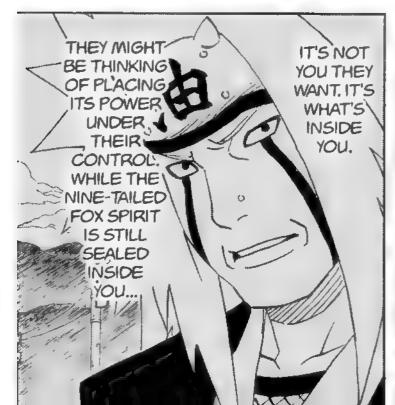






























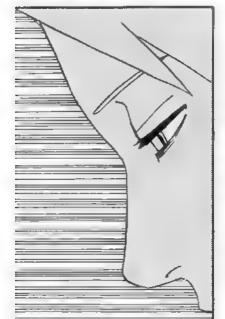












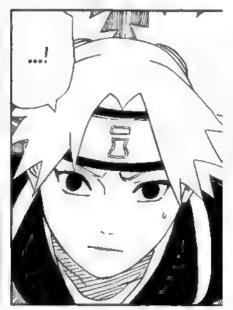


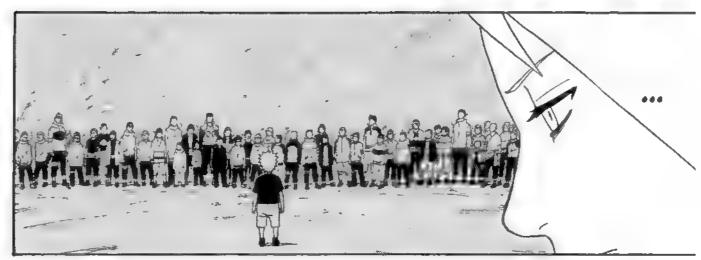








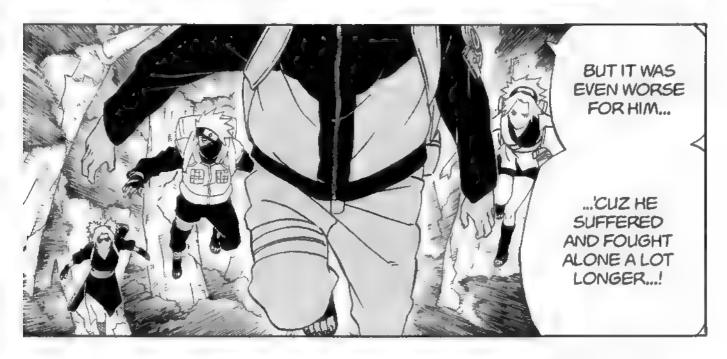






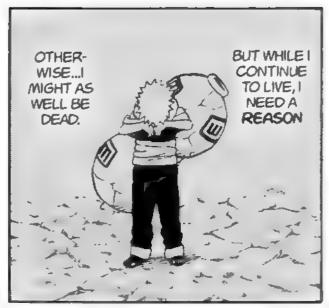


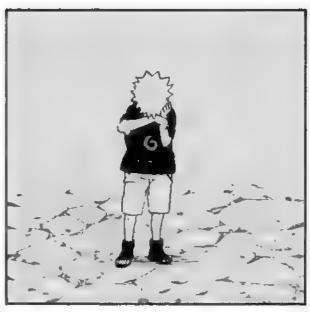


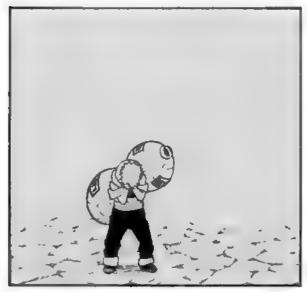


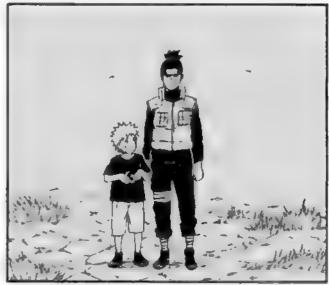
















## READ WAY







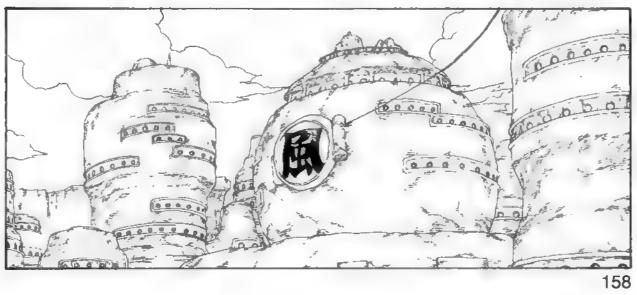






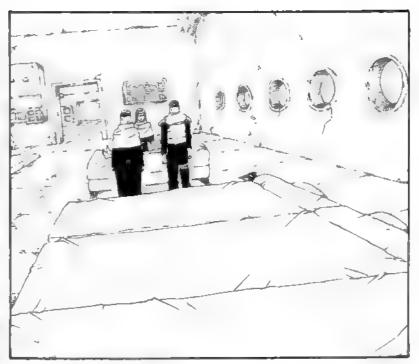














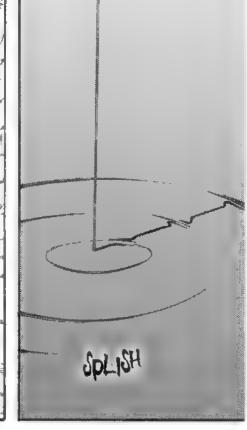


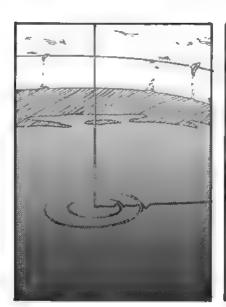


















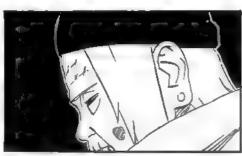








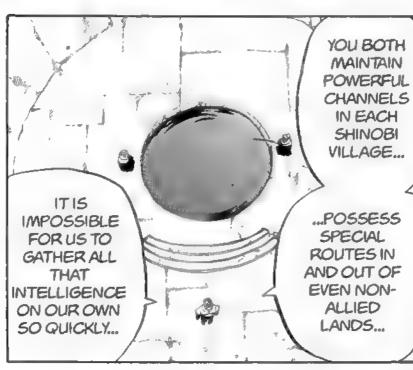












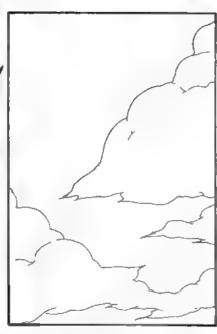


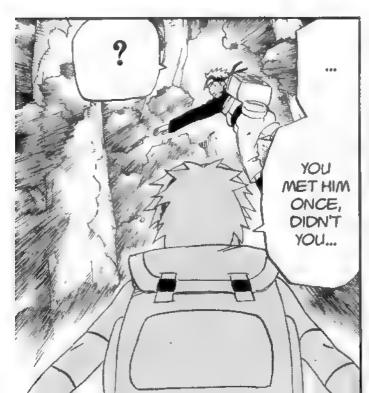








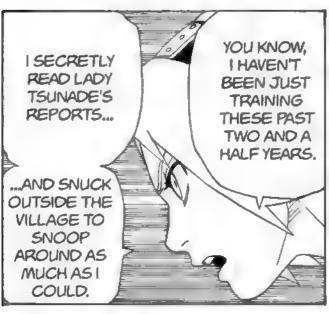






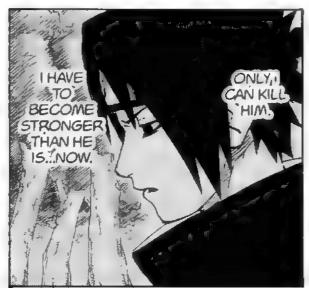


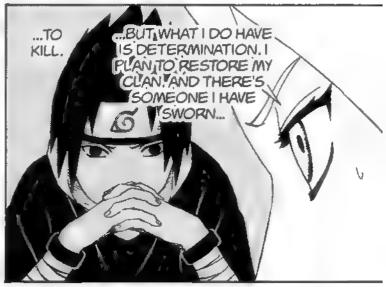














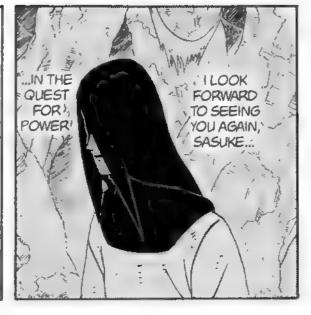






































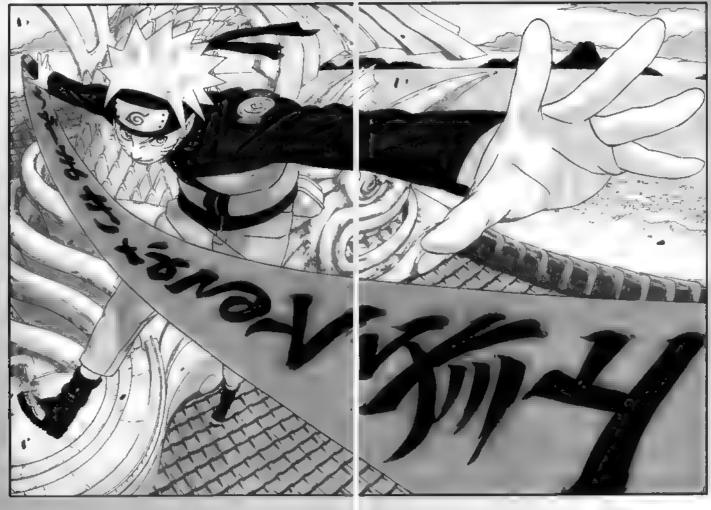








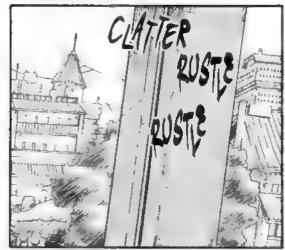
Sumber 253: Reinforcements...!!







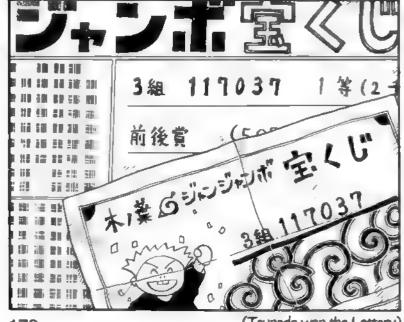






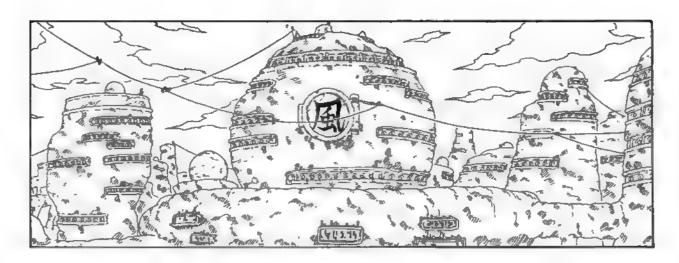


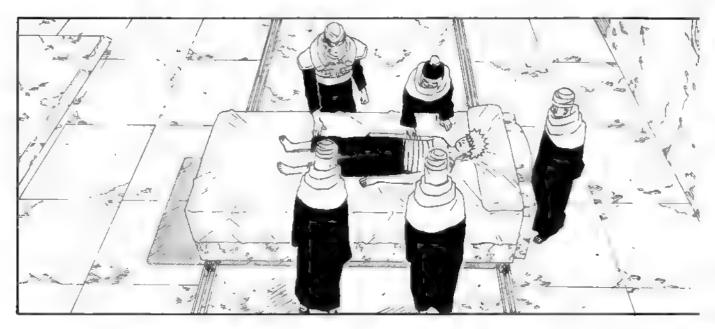






(Tsunade won the Lottery)















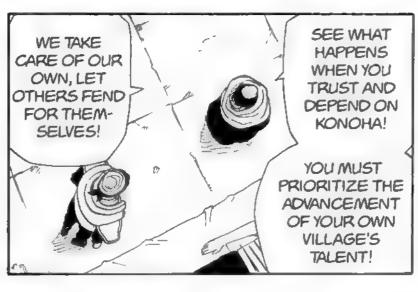










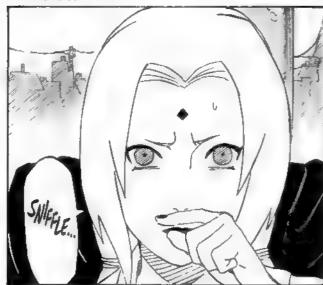


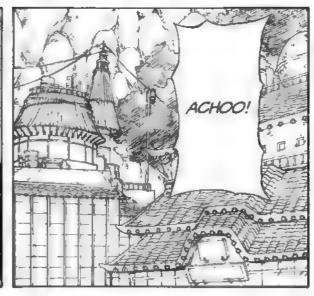




















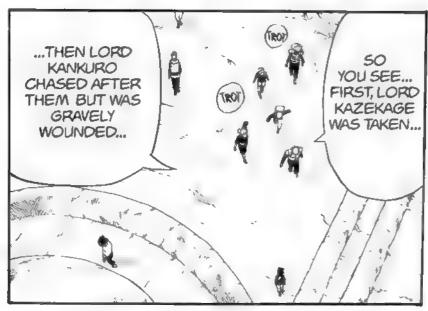


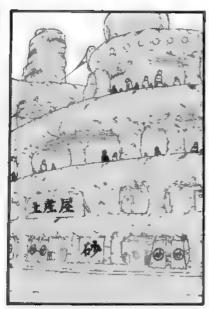


































(Sign: Treatment Room 3)















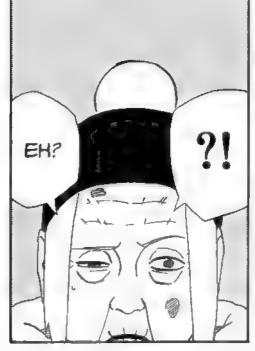


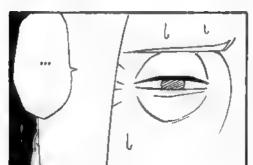










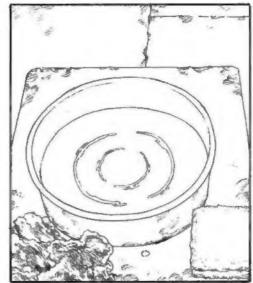












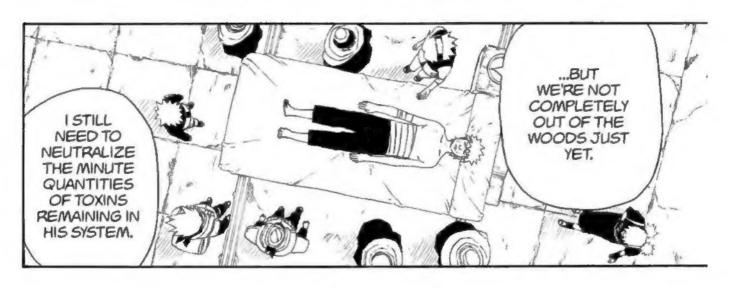






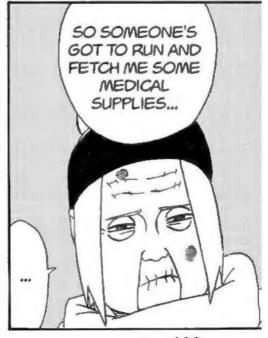


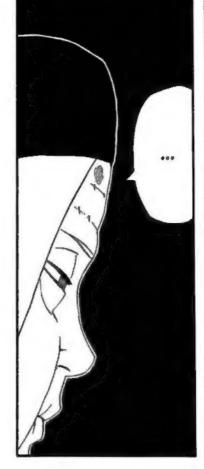




























189 TO BE CONTINUED IN NARUTO VOLUME 29!!

